

THE BEGINNING

HISTORY Choose three to five cards, and jot down the meanings and images they evoke for you. This is your history, what has brought you here.

SIGNIFIATORS Choose or draw three more cards. Your **Strength** is something you rely on or are the best at. Your **Weakness** is something you are ashamed of, tempted by, or are bad at. Your **Change** is a conflict of character, a struggle between the card's sides.

APPROACHES Your style; how you tackle conflicts. Assign a +2, a +1, a 0, and a -1.

Vigor: Speed, Body, Action, Transform, Fire Exuberant physical energy. A celebration of the body and how it moves. Feats of athleticism, running for the joy of it, swordplay, fisticuffs, sex.

Resilience: Power, Endure, Resist, Nature, Earth Endurance, both physical and mental. How far you can run, carrying everything you care about, how long you can hold your breath for, withstand torture, go without eating.

Intellect: Skill, Mind, Strategy, Society, Air The active use of an alert and sentient mind. Incisive wit, passionate oratory that draws on decades of study, a well-reasoned hypothesis on how the world works, a sharp eye and the deductive reasoning that makes it useful.

Sensitivity: Luck, Weird, Other, Water Both psychic and emotional awareness. To empathize, to speak to creatures that normally can't be spoken with, to determine if someone can be reasoned with, negotiated with, trusted, to resist temptation, and to carry on when despair threatens.

SPECIALTIES Choose a specialty, simple, direct, and mundane, for each approach.

POWERS Choose up to three non-mundane abilities. A power's rating is how likely it is to complicate your life; start at 2, minus 1 for each "yes" answer. Will it come up frequently? Is it versatile? Is it powerful? Add 1 if it has a significant drawback.

VOLITION Volition starts at 0. Gain +1 Volition each time you narrate how you go into danger by putting yourself or something you care about at risk.

SCENE Draw cards to answer: Where am I? Who is here with me? What circumstances do I find myself in? If you are unsure what to do next, trust fate.

[powers] transform others • breathe water • see auras • a reluctant werewolf • a seductive vampire • read minds

[minor danger] a social gaffe, a broken nose, a nasty cut, a narrow scar, a trust betrayed, or loss of consciousness.

[major danger] a social gaffe that looks a lot like treason, a broken arm, a severed hand, an ugly scar, a betrayal by a loved one, or unconsciousness at an enemy's mercy.

TRUSTING FATE

When you are unsure what will happen next or of an action's outcome, frame a question and draw a Fate card, then interpret it in context.

If it's positive (right side up), it means success, a win, or desire fulfilled. Otherwise, it means failure, a loss, or denial, and you suffer the lesser danger.

STRENGTH CARD A success; intensify a positive result or narrate how a strength overcomes an otherwise negative result.

WEAKNESS CARD A failure; intensify a negative result or narrate how a weakness turned certain success into a setback.

CHANGE CARD Incorporate this struggle into the current conflict. If you resolve the Change card in the process, choose a new Change card and any of your signifiers you wish. Gain +1 Volition, or +3 if you won.

Injury Injuries last until they are cured, by your actions, or by Fortune. Watch for Fortune cards that indicate healing, or social redemption, or spiritual cleansing.

SINGER MOON: a solo game with oracle cards

Card Anatomy

Approach. Sphere Meaning. Suit. Positive Meaning. Image. The Title.
impressive body, action, transform, fire rebirth a wing phoenix

Two words, read across two cards to give a complex answer. A Place.
ruin / wounds a city pier

A Motive/Reason. Three words, read across three cards as an outlook.
to undo a terrible mistake minor / jubilation / death

A motif. Negative Meaning. Value. Resolution.
rage against the dying of the light Destruction ace random event

Lesser Danger. Greater Danger.
singed burned

CHALLENGING FATE

If you choose to act to avert a pending Fate, spend 1 Volition, then roll 2d6 + an approach or power.

10+ You get what you want.

7-9 You get what you want, but suffer the lesser complication.

6- You are denied and suffer the greater complication.

If a specialty applies, on a 6- you barely succeed, at great cost.

RESOURCES Invoke a resource to improve a result by one step. Cross it off; you regain it when its card is drawn.

someone else (Any Face Card) • an injury or condition you'll carry forward (Any Fire Card) • a sacrifice (Winter) • a rumor or fact (Messenger) • a useful past experience (The Fool) • sheer dumb luck (Chance)

ADVANCEMENT

Every 10 Volition spent, add +1 to any one Approach or Power, or add a new Power at -1.

Otherwise, gain or lose abilities based on the fiction.